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SYSTEM REQUIREMENTS

Minimum Requirements:

- Windows '95
- Pentium 90
- 8 MB RAM
- SVGA Graphics, with 1 MB video RAM
- 1x CD-ROM drive

Recommended Peripherals:

- Pentium 100 or greater
- SoundBlaster or 100% compatible sound card
- 16 MB RAM or more
- 4x CD-ROM Drive

ROBOTRON®X™: THE STORY

Inspired by his never ending quest for progress in 2084 man perfects the robotrons, a robot species so advanced that man is inferior to his own creation.

Guided by their infallible logic, the robotrons conclude the human race is inefficient, and therefore must be destroyed.

You are the last hope of mankind. Due to a genetic engineering error you posses superhuman powers. Your mission is to stop the robotrons and save the last human family.

INSTALLATION

When the Robotron X CD-ROM is inserted into your CD-ROM drive, Windows '95 will automatically detect it and bring up a "**Robotron X Setup**" dialog box within a few seconds. If you don't have DirectX installed on your system or if you have an older version installed, click on the "**Install MS DirectX**" button to bring up Microsoft's standard DirectX installation window, and follow on-screen instructions to install DirectX.

Once DirectX is installed, click on the "**Run Robotron X**" icon. (**Note:** If the "**Autodetect**" feature is disabled for your CD-ROM drive, use "**Windows Explorer**" or "**Run**" from the "**Start**" pull-down menu to run "**Setup.exe**" on the root directory of the Robotron X CD-ROM.

Robotron X will run directly off the CD-ROM; installation to your hard drive is not required. If desired, Robotron X may be copied onto your hard drive directly from the CD-ROM. This will require approximately 80 megs of free disk space. Running off the hard drive will reduce the load time at the very beginning of the game, but it won't provide any other time saving or performance benefits.

Hints for Performance Improvements

1 Shut down all other programs and restart Windows '95 before running Robotron X.
2 Select Flat-Shaded or Wireframe graphics mode from the Options Menu.
3 Remove the CD-ROM from the drive at the Main Menu. You will lose music, but on some systems, this will improve performance.
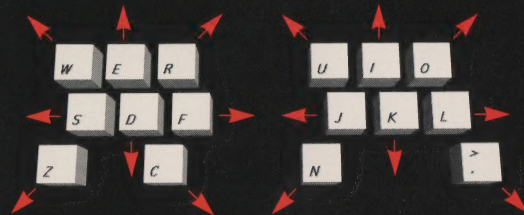
CONTROLS

Familiarize yourself with the following Default controls for Robtron X. You can modify these controls if you like (see **Configure Controls, pg. 10** for details).

Keyboard (Defaults)
Pause = <P> Key (see **Pause Options**, pg. 17)
Exit = **Esc**

Walk:
Up = <E> Key
Down = <D> Key
Left = <S> Key
Right = <F> Key
Diagonal Up/Left = <W> Key
Diagonal Up/Right = <R> Key
Diagonal Down/Left = <Z> Key
Diagonal Down/Right = <C> Key

Aim and Fire:
Up = <I> Key
Down = <K> Key
Left = <J> Key
Right = <L> Key
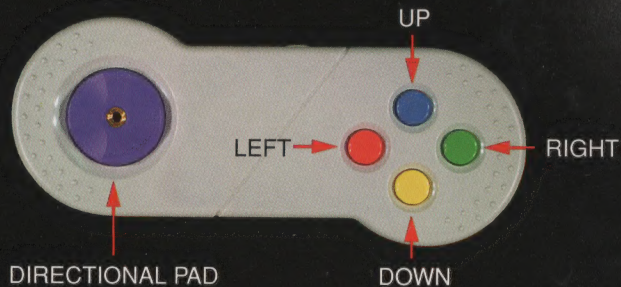Diagonal Up/Left = <U> Key
Diagonal Up/Right = <O> Key
Diagonal Down/Left = <N> Key
Diagonal Down/Right = <.> Key

To walk or fire diagonally, you can also press two adjacent keys simultaneously. For example: Up + Left or Right; or Down + Left or Right.

CONTROLS

UP

LEFT → RIGHT

DIRECTIONAL PAD   DOWN

PC GamePad
Walk: Press the Directional Pad in the direction you want to move

Aim and Fire:
Up = Blue Button
Down = Yellow Button
Left = Red Button
Right = Green Button
To fire diagonally, press two adjacent keys simultaneously.
For example: Blue + Red or Green; or Yellow + Red or Green.

MENU SELECTIONS

Throughout this manual, use the following default controls to highlight and select menu options:

Keyboard
• Use the arrow keys, or press Up **<I> Key**, Down **<K> Key>**, Left **<J> Key>** or Right **<L> Key>** to highlight menu options or cycle through options.
• Press the **<Enter>** to select an option.
(See **Configure Controls, pg. 10**, for details about modifying the keyboard controls.)

PC GamePad
• Press the **Directional Pad Up, Down, Left** or **Right** to highlight an option or cycle through options.

• Press any button to select an option.

One Player - Select this option to play Robotron X alone versus the CPU.

Two Players - When you select this option, you and a friend will take turns playing. When one player loses, the other player takes his turn. If one player runs out of Lives, the other player will continue to play as long as he has Lives remaining. Both players' games are separate from one another.
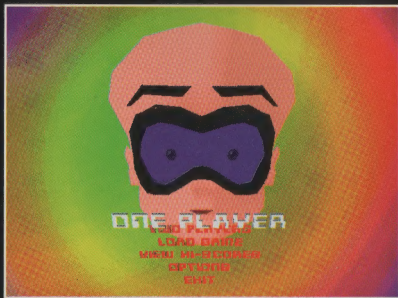
Load Game - If you've previously played a game and saved it on your hard drive, you can load that file and continue the game (see **Saving a Game, pg. 15**). When you select this option, the Load Game Screen is displayed. As many as eight games may be saved and stored in the Save file. The Save file is located in the "Windows" directory of your hard drive. Highlight and select the game you want to restore. The selected game loads once <**Enter**> is pressed. A slot marked "**Unused**" has no saved game.

Options - Select this option to go to the Options Screen, and select from the various gameplay options (see **Options, next page**).
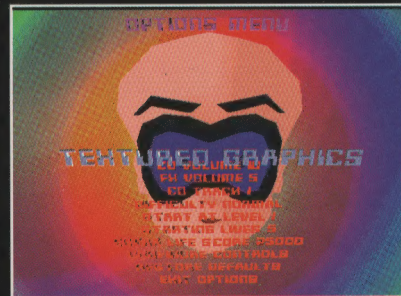
Exit - Quit the game, and return to Windows.

Graphics
There are three graphics display options to choose from:

Textured - Graphics are displayed with fully rendered texture graphics. Gameplay may slow down. Slower computers may have trouble with this setting due to the amount of graphics displayed. If so, try one of the other two settings.

Wireframe - This setting has no textured graphics at all. Characters in the game are colored wireframe characters. The game will play much faster at this setting. Slower Computers should use this setting if gameplay appears sluggish.

Flat Shaded- Textures are reduced to speed up the game. Characters in the game retain their textured appearence, yet the details toned down. If your computer is sluggish during the game, try this setting before moving on to the Wireframe setting.

CD Volume - Adjust the game's CD music volume. Press Left or Right to cycle through the available volume levels. You'll hear the music volume change as you make adjustments.

OPTIONS

FX Volume - You can also adjust the game's FX (Sound Effects) volume. Press Left or Right to cycle through the available volume levels.

CD Track - Select one of the 20 music cuts available in the game. Press Left or Right to cycle through the available music. The music will change as you cycle through them.

Difficulty - Robotron X has three difficulty levels. Select Easy, Normal (default) or Insane.

Starting Lives - You can adjust the number of Lives you have during the game. Select from **1** to **10** lives. Use a high number of Lives until you get pretty good. Then taper that number down to make the game more difficult.

Extra Life Score - To make things even easier (or harder), you can adjust the amount of points it takes to win an extra life during the game. Select from 10, 25, 50 or 100 thousand points, or select Never to disable the extra life option. Set this option low to win extra Lives easier, or make it a high number or Never to make things tougher.

OPTIONS

Configure Controls - Select this option to make modifications to your keyboard controls. You can choose from the following options:

P1 Default Controls - To change the configuration for Player 1, highlight this option, then press Left or Right to cycle through the other available keyboard configurations.

P2 Default Controls - Player 2 may select a different configuration than Player 1. Controls will switch between the two configurations as players take turns playing. Highlight this option, then press Left or Right to cycle through the other available keyboard configurations.

Use Setup - Once you've made your modifications, select this option to accept them and return to the Options Screen.

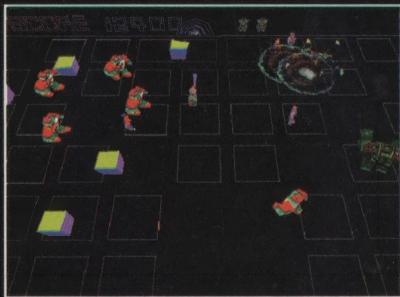**Cancel** - Exits the Configure Controls Menu, disregarding any changes made.

Restore Defaults
At anytime, you can select this option to restore the game's default control configuration to the game's original settings.

Exit Options
Exit the Options Screen.

THE GRID

As you fight to save humanity, your score and the amount of lives remaining are displayed in the upper portion of the screen. Stay in the clear and gun 'em down. The object of the game is to clear each grid of the deadly robots as you rescue as many members of the human family as possible. Simply make contact with the humans to rescue them, and collect valuable points.

LEVEL GATES
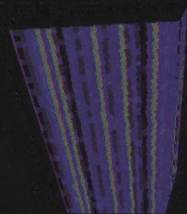
Level Gates

Level Gates are created when a magical grunt is destroyed. If entered, a Level Gate will randomly warp the player forward or back through levels. Either -1, -3, 0, +1, or +5. Level Gates do not appear in the last 10 levels.

There are 14 different types of electrodes ranging from simple objects to electrodes with particular gameplay features. They are:

Electrode 1: Basic Electrode

Electrode 2: Giant Electrode, found in the Electrode Forest, levels 30-40

Electrode 3: Basic Electrode

Electrode 4: Basic Electrode

Electrode 5: Basic Electrode

Electrode 6: Basic Electrode

Electrode 7: Attractor Electrodes require 20 shots to destroy.

Electrode 8: Repeller Electrodes require 20 shots to destroy.

Deflector - These electrodes can be used to amplify and spread your weapon against the evil robotron hordes.

Warpgate - This device allows instantaneous movement and provide a quick escape in emergency situations.

Transformer - These electrodes are used in the Beam Maze 40-50

Mine - A useful tool in the quest to eradicate the human race. One wrong step and you're toast.

POWER UPS

Robotron X has several different types of Power Ups that will help you boost your firepower, and defeat your enemies. They are:

Shield - The shield produces laser rings that absorb enemy weapon fire and multiple direct enemy impacts.

Two Way - This weapon fires forward and behind Ugene and is great for thinning a crowd.

Three Way - For people who appreciate the direct approach, this weapon fires 3 shots forward providing maximum spread.

POWER UPS

Four Way - This 4 way weapon produces mines that can be used to lay mine fields with deadly efficiency. It is similar to a 3-Way.
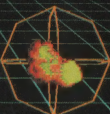
Pulse Wave - The electromagnetic pulse wave (E.M.P.) has a wide field of damage and works best at close range.

1 Up - This shining beacon of hope amidst the robot terror may be your last chance for survival.

Speed Up - Speed ups can be collected multiple times allowing a burst of speed when things get insane.

Flame Thrower - The Flame thrower is extremely destructive at close range reducing everything it touches to charred rubble.

PAUSE OPTIONS

At anytime during the game, press the **P Key** to bring up the Pause Options. The options are:

Continue - Continues the game.

**Textured Graphics** - (See **Graphics, pg. 8**)

Save Game - Select this option to save your current game. The Save Game Screen will appear. It displays 8 slots available to save a game. Press **Up** or **Down** to select a location to save your game, then press <**Enter**>. You'll be asked if you want to "**Overwrite this Game**". Select **Yes** to save the game or **No** to return to the Save Game Screen.

CD Volume - (See **CD Volume, pg. 8**)

FX Volume - (See **FX Volume, pg. 9**)

Select Camera Mode - You can change the default camera mode. The Select Camera Mode Screen appears. Select Normal to use the default camera or Overhead to play the game from directly above the playing surface. Select **Cancel** to return to the Pause Options Screen.

Quit Game - Quit the current game in progress.

GAME PAUSED
CONTINUE
TEXTURED GRAPHICS
SAVE GAME
CD VOLUME 12
FX VOLUME 5
SELECT CAMERA MODE
QUIT GAME
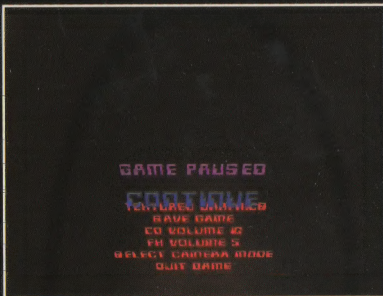
THE ENEMIES

Take a look at the following profiles to size up your enemies. This is important information to know prior to the battle. The name of each enemy is displayed, along with the amount of points you receive for destroying them. The options are:

Grunt - These Ground Roving Unit Network Terminator grunts are the force of the grid. They're programmed to seek and destroy you. They are a 3D version of Original Robotron Grunt character. Score: 100

Grunt 2 - The Jetpack grunts descend from the sky to squash you like a grape. They can hover up above a crowd and dive straight toward Ugene. Score: 100

Grunt 3 - The psychotic obelisk grunts strike with deadly force. These Chrome Grunts require 2 hits to destroy, and move slightly faster than Grunt 1. Score: 150

Grunt 4 - These X-ray grunts possess the power of limited invisibility and arrive in groups. They require 2 hits to destroy. Score: 200

Hulk (Indestructable) - These hulk robotrons seek out and destroy the last human family. This 3D rendition of the classic Robotron's hulk is equipped with claws that grab and crush any humans they find. Score: None

Hulk 2 (Indestructable) - These hulks scavenge for body parts. They're equipped with a nozzle that can suck up the player or humans that pass in front of them. They wont stop until all humans are destroyed. Score: None

Hulk 3 (Indestructable) - This masher hulk searches for humans to mash, but it will always attack when near. They tend to move quicker than other Hulks, with specific designs on destroying Ugene. Score: None

Hulk 4 (Indestructable) - Beware of these shredder hulks who will stop at nothing until every human has been exterminated. Shredder hulks are equipped with razor sharp pushmower blades that slice, dice, chop, and puree the last human family. Score: None

Spheroid - This is a 3D iteration of the classic Robotron's Spheroid character. Spheroids are programmed to manufacture relentless enforcer robotrons. Score: 500
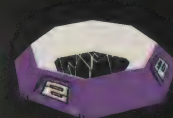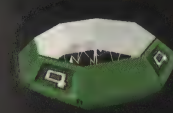
Spheroid 2 - These seeder spheroids manufacture an onslaught of mine layer enforcers. Their sole purpose is to manufacture enforcers until you are overwhelmed. Score: 1000

Spheroid 3 - You can't escape the terror of these Gigantoids. They're powerful and relentless.The Gigantoid Spheroid must be hit 10 times to destroy. Score: 2500

Spheroid 4 - Almost indestructible, you'll need to inflict an onslaught of damage to bring this one down. The Megaroid moves quickly. requiring 10 hits to destroy. It manufactures super seeder enforcers. Score: 1500
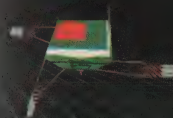
Enforcer 1 - This is a 3D rendition of classic Robotrons Enforcer enemy which is created by Spheroid Robotrons. These relentless Enforcer robotrons mercilessly seek to destroy you. Score: 150

Enforcer 2 - These seeder enforcers are programmed to manufacture deadly land mines that block your path. They are created by Spheroid2 's. They're sneaky in there mine placement. Watch your step. Score: 250
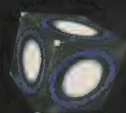
Enforcer 3 - These Electrobots are created by Spheroid3s. They require 2 hits to destroy. They hover erratically, making them difficult targets. Score: 300

Enforcer 4 - These deadly super seeder enforcers move quickly and spread mines which block your path. They require 3 hits to destroy. Super seeders are created by Spheroid3s. Score: 500

Quark - This is a 3D rendition of the classic Robotron quark. Quarks are programmed to manufacture tank robotrons that assassinate with deadly efficiency. Score: 1000
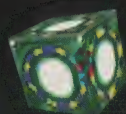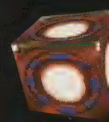
Quark 2 - Turbo quark robotrons move slightly faster and are programmed to manufacture shadow tanks. Score 1500

Quark 3 - This reinforced super quark requires 2 hits to destroy. They manufacture tank3s and silo tanks. There is no escape. Score: 2000

Quark 4 - The Mega Quark requires 3 hits to destroy and changes direction quickly. The reinforced mega quark possesses a weapon absorbing energy barrier and manufactures ejector tanks. Score: 2500

Tank - This is a 3D version of the classic Tank Robotron. These vicious tank robotrons fire shells that rebound off the arena walls. Score: 200
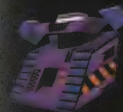
Tank 2 - The shadow tank robotrons fire shells from both arms that quickly destroy all life. Score: 250

Tank 3 - These tanks take 3 hits to destroy. The silotron tanks are programmed to launch tissue seeking missiles that relentlessly persue you. Score: 500
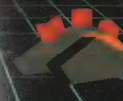
Tank 4 - The ejector tanks hurl a small army of byte robotrons that jump and cling to human tissue. Score: 1000

THE ENEMIES

Brain - Beware of this ingenious brain robotron that possesses the power to reprogram humans into sinister progs. Score: 500

Brain 2 - Run from the sinister surgeon brains that can produce multiple psion waves. Surgeon's require 2 hits to destroy. Score: 750

Brain 3 - The Gigantic mega brain can produce multiple psion waves and can reprogram humans through telekinesis. Mega Brains require 50 shots to destroy. Score: 3000
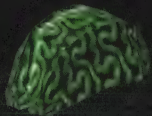
Brain 4 - Slug brains can release 4 psion waves each time they fire. Slug Brain missiles are capable of programming humans as well as killing Ugene. Slugs require 2 hits to destroy. Score: 1000

Byte Robotron 1 - These Nanobytes cling on to Ugene causing him to slow down slightly with each added enemy. When 5 Nanobytes have clinged onto Ugene, he will die. Score: 200

THE ENEMIES

Byte Robotron 2 - Dynobytes seek human tissue and clamp onto victims, then they detonate, producing raw material to be harvested for reprocessing. Score: 200

All Progs - Behavior: Progs are Programmed humans that chase and destroy Ugene. Score: 100

HIGH SCORES

PLAYER	SCORE	PLAYER	SCORE

CREDITS

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Windows '95 Code	Takashi Kurosaki
PlayStation Code	Tom Ketola
Nintendo 64 Code	Marcus Goodey
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Assistant Producer	Matt Saia
Agent	Bob Jacob
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GT Interactive Software

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Special Thanks to Shari Bernstein, Kirby Fong, and Jonathan Gramlich

It is recommended that all other main programs within Windows 95 be closed. Any Screen Savers or any other background programs should be closed. The game can be run on machines with 8MEGS of RAM, however, some stuttering will occur (accessing virtual memory on your hard drive). If you have problems with stuttering, turn off sounds to increase performance. For smoother performance it is recommended to have at least 16 MEGS of RAM.

Problem: Robotron X won't run?
- Make sure your PC meets the minimum requirements for Robotron X.
- Make sure the latest version of DirectX is installed properly.
- Make sure that Robotron X is installed properly. If necessary, uninstall. Robotron X completely and reinstall.
- Make sure virtual memory is enabled. Robotron X makes extensive demands on the Win95 memory manager that may hinder performance if virtual memory is disabled.

Problem: Long load times?
- Robotron X loads about 20MB of data when first run. This may cause a delay if you are loading off the CD, compressed drives, or a network. It is highly recommended that you install the program to a local hard drive to play. (Playing music off the CD requires a minimal amount of processing. To save 40 MB of hard drive space, we recommend NOT installing music to your hard drive.)

Problem: Robotron X will only run full-screen and not in a window.
- Set the Win95 Desktop color depth to "High Color" (15-bit or 16-bit / 32,768 or 65,536 colors).

Problem: No audio?
- Make sure your sound card supports 16-bit audio and Direct Sound. Make sure Direct Sound is installed.

Problem: No music?
- Make sure the CD is in the drive while the game is playing or install music files.
- Make sure your sound card supports 16-bit audio and Direct Sound. Make sure Direct Sound is installed.

Problem: Game Stutters / Performance Delays?
- Exit all other applications before running Robotron X. Disable background tasks while running game.
- Make sure the latest version of DirectX is installed.
- Playing music off older CD-ROM drives, compressed drives or a network drive may cause stuttering.

Problem: Screen Saver conflicts?
- Robotron X was designed to work with Win95 compliant screen savers. However, there may be screen savers or other display programs which are not Win95 compliant. You may need to temporarily disable these programs before running Robotron X.

Problem: GamePad not working?
- Make sure the joystick came with Win95 drivers or is supported by the standard MS joystick drivers.
- Make sure the latest version of DirectX is installed.

Problem: Robotron X won't work with Gravis GrIP controllers?
- Reinstall GrIP software and make sure adapter is in GrIP mode (green light on GrIP side should be ON).
- Do not calibrate the GrIP controllers from the Joystick Control Panel. They are self-calibrating. If you try to calibrate GrIP controllers manually, you may need to reinstall the GrIP software. This is a problem in the GrIP drivers, not in Robotron X.

TECHNICAL SUPPORT

If you experience problems running or playing this product, you can use any of the following avenues to obtain assistance:

Assistance Via World Wide Web

Get up-to-the-minute technical information at the GT Interactive Software web-site, at http://www.gtinteractive.com, 24 hours a day, seven days a week.

In the Support section you'll have access to our FAQ documents, (Frequently Asked Questions) which contains our latest troubleshooting information. You can also visit our Forums area, where you can swap email with other gamers, our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available, our Hints/Cheat Codes area, and other areas where you can get valuable information on GT Interactive Software products.

Help Via Telephone

For phone assistance, call GT Interactive Software's Tech Support at 716-871-6646. We have an Interactive Voice Response and Faxback system that is available 24 hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 8 AM until Midnight (EST). Please note that live Tech Support may be closed on major holidays. We ask that you do the following when calling: be at your computer; have your system information ready for our technicians including system make and model; RAM; video and sound card data and drivers; and any screen or error messages you've encountered and where (if not currently displayed on your screen). It will expedite your handling significantly.

TECHNICAL SUPPORT

Help Via Mail

In the event our technicians determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include your telephone number in case we need to call you. Your mail should be sent to the following address:

GT Interactive Software
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1 Nixon Lane
Edison, NJ 08817

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